

BoidsSystem::OnLoad

LinesSystem::OnLoad

Scene::AddEntityToScene

```
graph LR; A[BoidsSystem::OnLoad] --> C[Scene::AddEntityToScene]; B[LinesSystem::OnLoad] --> C;
```

The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'BoidsSystem::OnLoad' and the bottom box contains 'LinesSystem::OnLoad'. On the right, there is a single gray rectangular box with a black border containing the text 'Scene::AddEntityToScene'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'BoidsSystem::OnLoad' and 'LinesSystem::OnLoad' interact with or call 'Scene::AddEntityToScene'.